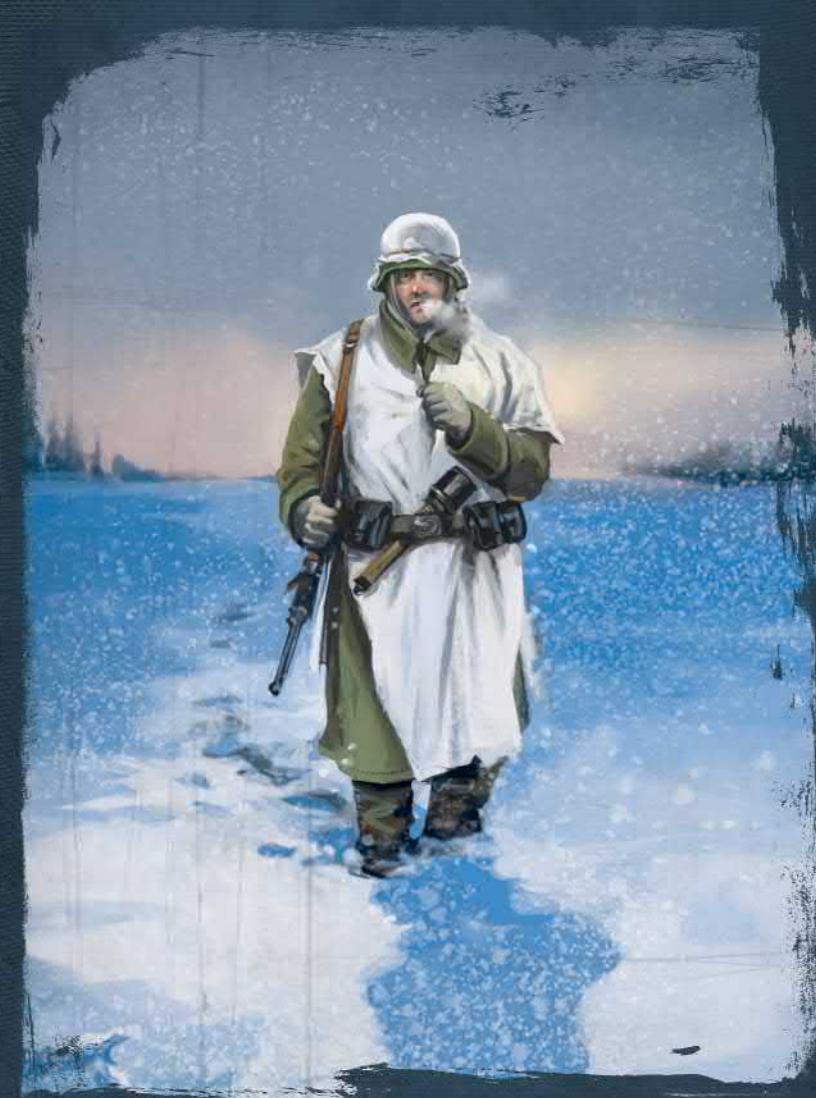


# CONFLICT OF HEROES

Awakening the Bear  
1941 - Operation Barbarossa



**SOLO  
MISSIONS**

Mission Designers: Gunter Eickert & Uwe Eickert



N



# Solo Mission 1 - Search and Destroy

July 12, 1941: Soviet Partisans have been harassing German supply wagons. In an attempt to root out local combatants, a platoon of German trackers are searching a nearby abandoned Soviet village for the Partisans and weapons stockpiles. With the first knock on a door, gunfire erupts from the surrounding woods. The Partisans must eliminate the elite German patrol before they locate the Partisan's base of operations.

**Player Command:** Soviet    **Round 1 Initiative:** Soviet    **Soviet CAP Allocation per Round:** 4    **Beginning Victory Points:** 1 German  
**Action Cards:** All Action and Bonus cards 02-05. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter.  
**Order Cards:** 15-55    **Map Setup:** Map 2. Place a German Control Marker on hex 2-I07.  
**Adjusting Difficulty:** For an easier Mission, remove Order Card 55 from the Order Deck.



## German AI Forces: Tracker Platoon

**Setup:** Place the AI as specified below each counter & pictured on map.



3x Rifle  
G06, H07, H08

1x 251/1  
H09

The SdKfz 251 may only enter hex G08 to capture the Soviet Control Marker, if it is the only remaining German AI.



## Soviet Player Forces: Partisan Resistance

**Setup:** Place the AI as specified below each counter & pictured on the map.



3x Rifle  
G04, J05, C11

1x SMG  
H11

## Counteractions

If no Unit just fired:

AI closest to a spent Unit  
► Move towards

## Mission Orders

AI in open closest to a Unit  
► Move towards cover

Hit AI closest to a Unit  
► Rally

## Victory Points

### Soviets:

1 VP: Immediately, for each eliminated German.

1 VP: Immediately, for control of hex G08. Lose VP if control is lost.

### Germans:

1 VP: Immediately, for each eliminated Soviet.

## Mission Track

### 1 Start Mission

### 2 Sniper Fire

#### Roll 1D6

1 = 0 Soviet CAP  
2-3 = -1 Soviet CAP  
4-5 = -2 Soviet CAP  
6 = -3 Soviet CAP

CAP losses are for current Round only.

### 3

### 4 Auto-Rally

As AI Action:  
Hit AI closest to a Unit - 'Auto-Rally', even if spent.

### 5

### 6 Bog Down

Roll 1D6  
1-4 = the SdKfz 251 is immobilized until the end of the round.

Then the AI attempts to execute the current order card as normal.

### 7

### 8 Swift Action

The AI performs 2 actions in a row, drawing a new Order card for the second action.  
Only then is it the Player's turn.

### 9

### 10 Zeal

The Player immediately receives 2 extra CAPs for this current Round only.

Then the AI attempts to execute the current order card as normal.

### 11

### 12 End of Mission

## Mission Track

Space 4: If the Mission Track Marker ends on space 4, the hit AI closest to a Unit will take the Auto-Rally action. Once taken, it is the Player's turn. If no AI is hit, the AI continues to execute the Card Order.

Space 8: The AI will attempt to execute an order on the current Order Card. After making any AP Spent Check, another Order Card is drawn and the AI will execute another order. Only then is it the Player's turn again.

All other actions on the Mission Track are in addition to any normal order execution on the current Order Card.

Note: The wording on this Mission Track is consistent throughout all of the rest of the Missions. 'As AI Action' replaces any order the AI would normally attempt to execute on the current Order Card. If a Mission Space does not begin with 'As AI Action', then any Mission Track action influences or is in addition to the normal Order Card execution progression.

## Replaying the Mission as the Germans

Players have the option to play this scenario as the Germans, letting the Soviets be controlled by the AI. During setup, the German Player receives 4 CAPs and receives 1 card at the beginning of each turn instead of the Soviet AI. Use Order cards 1-42. Also reverse who the Mission Track affects, except for space 6. Everything else in the mission remains the same, including the Germans beginning with 1VP.

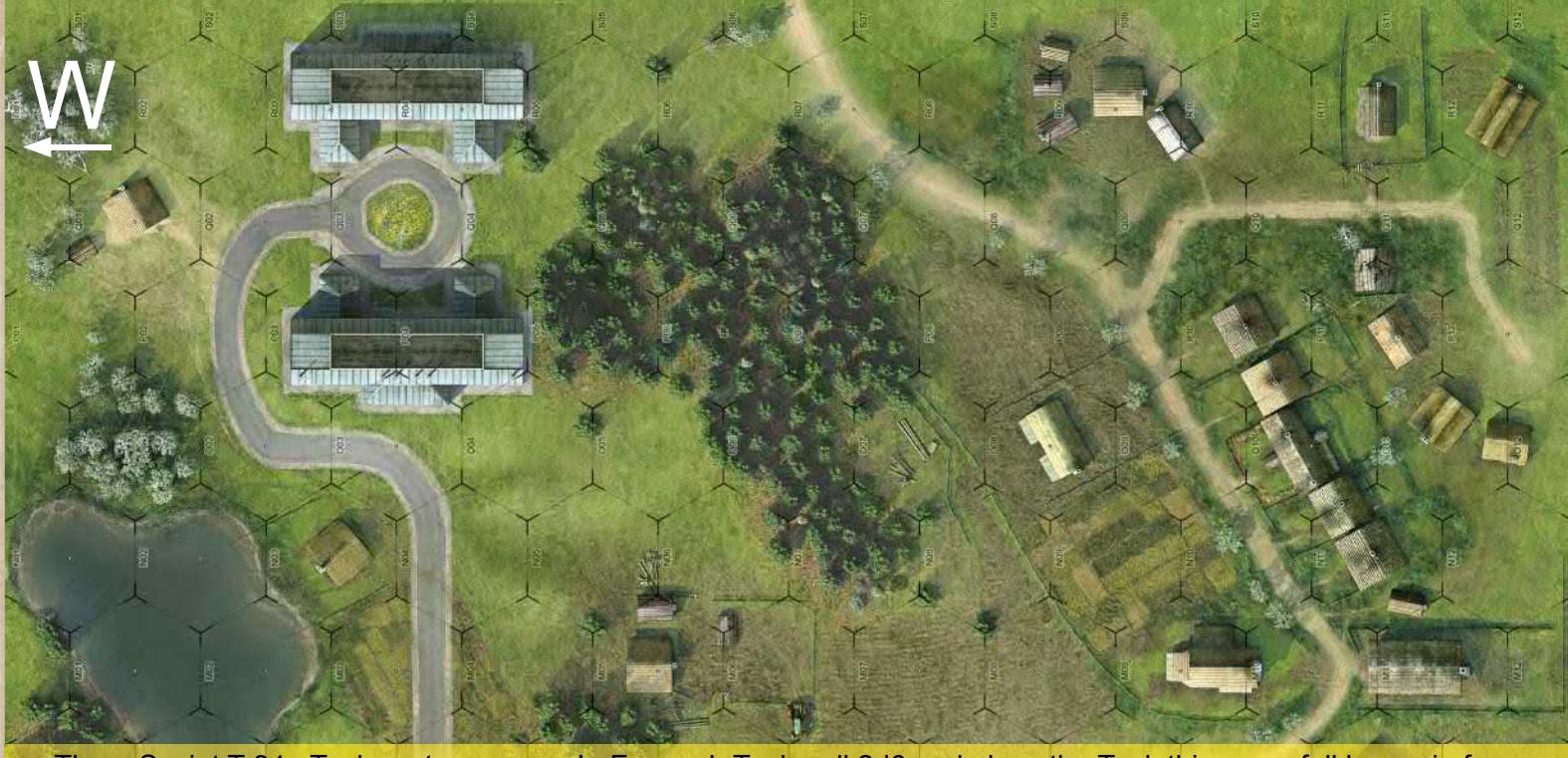
We will be posting new and updated missions on our website. Visit [www.AcademyGames.com](http://www.AcademyGames.com) for extra campaign record sheets, new and updated missions, and new campaigns.

## Mission Designers: Gunter Eickert, Uwe Eickert

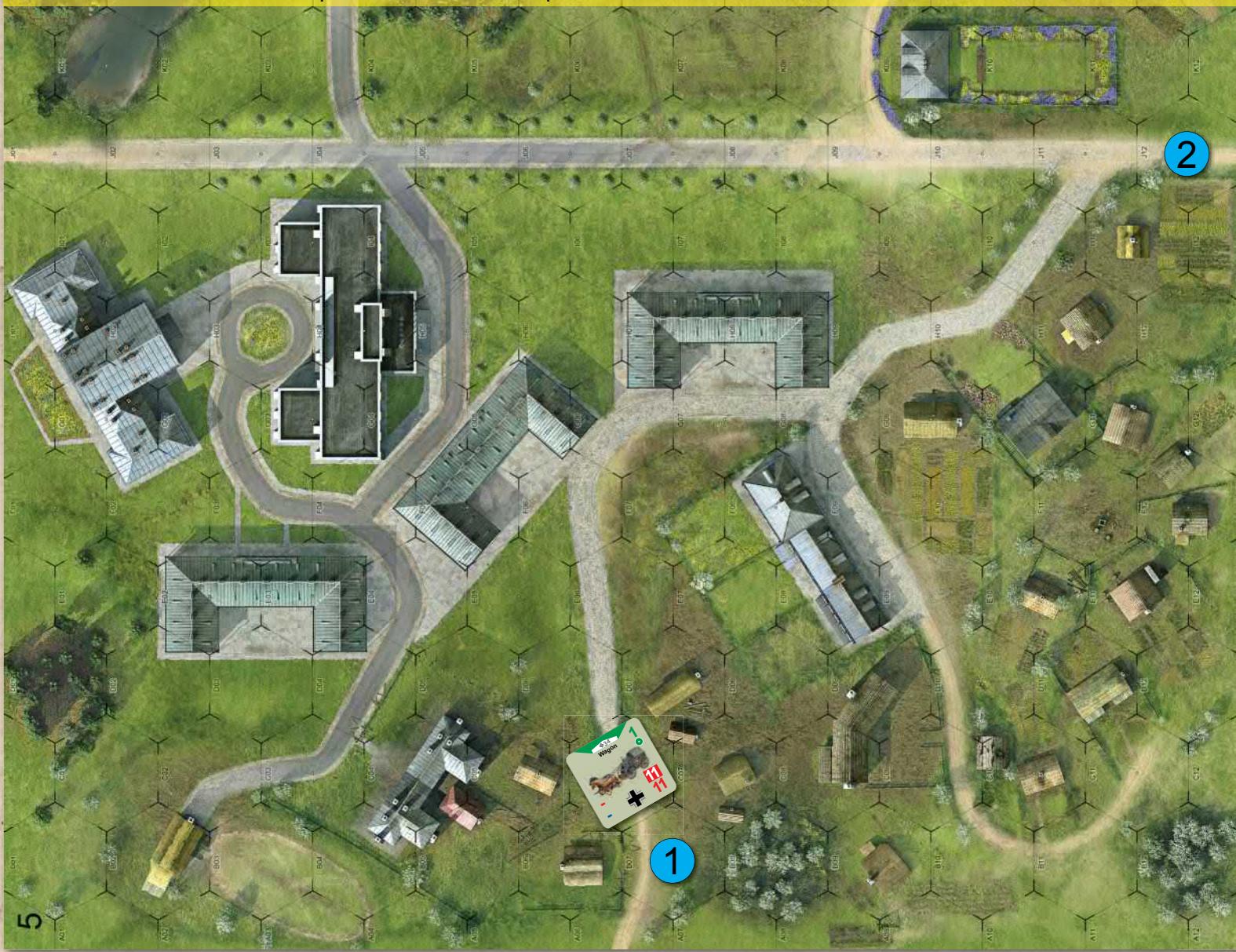
Playtesters - Many thanks and appreciation to the Players who spent countless hours testing and helping us to refine these Missions.

Phillip James, Matt Dedrick, Thierry Mattray, James Palmer, James Sterrett, Andrea Cantatore, Dario Cantatore, Bill Dickerson, Christian Seidler, Dean Halley, Andrei Filip, Stephen Dickey.

**W**



Three Soviet T-34a Tanks set up on row L. For each Tank, roll 2d6 and place the Tank this many full hexes in from the west side of the map. Re-roll a result that places a Tank on the same hex as another Tank or on water.



# Solo Mission 2 - Tank Hunt

Nov 31, 1941 Tula, Russia: 'I was wounded last month, shot in the leg. The doctors deemed me fit to return to the front, damn them. They sent me to a ruin of a city, where I hear we are still fighting it out with the Soviets block by block. I am in a group of veterans that has been tasked with guarding a supply convoy on its way to the front. However, we have spotted enemy movement ahead, including tanks! I am sure they would like nothing more than to 'liberate' our convoy of wagons. Damn them, they are not going to take our *Ersatz Kaffee* rations, no matter how shitty they are! We have been given orders to set a tank ambush. Hopefully we and our wagons will get through unscathed.'

- From the journal of Erich Bölsch

**Player Command:** German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 6   **Beginning Victory Points:** 1 Soviet

**Action Cards:** All Action and Bonus cards 02-05, 08-09, 11-19 and 17. The Germans receive 'Bogged Down' card 15 in Round 1 and 1 card each Round thereafter. The Germans also receives the 'Grenades' Weapon Card W01 that can be used once by any Unit.

**Order Cards:** 13-55   **Map Setup:** Map 5.

**Mission Objective:** German Wagons are an objective.

**Adjusting Difficulty:** For an easier Mission, the German may place 1 hidden mine anywhere on the map. In addition, the Germans receive the 'Careful Aiming' card 11, in addition to the 'Bogged Down' card 15 at the beginning of Round 1.



## Soviet AI Forces: Tank Patrol

**Setup:** The T-34a Tanks set up on row L. For each Tank, roll 2d6 and place the Tank this many full hexes from the west side of the map. Tanks face the southern hex edge that is angled towards the map's center. Tanks are placed before German setup.



3x T-34a

## German Player Forces: Veteran Convoy Guards

**Setup:** Setup hidden on or south of row 9. Mark all hidden Units with a Rumored Enemy Marker.



1x Tank Hunter   1x 8cm Mortar   3x Pioneer

Hidden Units  
can not be  
the target of  
an AI order.

**Setup:** Place on C06.



1x Wagon G03

## Supply Wagons:

Place on B07 as ordered on the Mission Track.



2x Wagon

## Counteractions

If all German Units on the map are hidden

► AI Passes and +1 🍑

*Note: Wagons cannot be hidden, so if a wagon is on the map, this Counteraction is ignored.*

## Mission Orders

T-34 farthest from wagon

► Move towards wagon

## Victory Points

### Soviet AI:

1 VP: **Immediately**, score for each eliminated German wagon.

### German Player:

1 VP: **Immediately**, score for each eliminated Soviet.

1 VP: **Immediately**, score for each wagon that leaves the map or is alive at the end of the Mission.

## Special Rules

**Wagons Move** - For each 'Wagons Move' space the Mission Marker advances to or passes, all wagons move 2 hexes each along the road leading to hex J 12 (2) and then off the map. Wagons move through and even onto enemy Units or smoke hexes. If a wagon cannot move because it is 'pinned' or 'stunned' (due to being hit), it instead will attempt to rally. The Player may never take any actions with a wagon, and thus wagons never check if spent when they move along the road or make a rally attempt.

**Wagons count as Mission Objectives** for the purpose of AI order executions.

**Mission Track Advancement** - If all T-34a Tanks are Spent, the Mission Track DOES NOT advance.

**Smoke** - Pioneers and the Mortar may fire smoke. A hidden Unit may fire smoke without revealing itself, if it is not in LOS of the AI.

**Mines** - The Tank Hunter may pay the cost to attack in order to lay a mine in its hex. A hidden Tank Hunter may lay a mine without revealing itself, if it is not in LOS of the AI. If the hex the mine is laid in is not in AI LOS, then the mine is hidden.

**Grenades** - Discard the Grenade Card after one use.



N↑

Germans Enter



# Solo Mission 3 - Hunting Chernov

Oct 2, 1941 Grigorovo near Mtsensk: The German XXIV Panzer Corps has punched through the Soviet defenses south of Warsaw. Unfortunately, the Panzers are low on fuel and are now threatened by the hastily reformed remnants of the 26th Soviet Army. The Germans can barely stop the superior Soviet Heavy Tanks, having succeeded so far only with use of their advanced communication networks and tactics. The experienced Soviet commander Col. Petr Chernov is in charge of the 141st Tank Brigade and is severely threatening the German 4th Panzer Division, his 219th and 220th Tank Regiments having crippled several Panzers and threatening the German northern flank. In an attempt to prevent a complete stall of their advance towards Moscow, a hasty counterattack has been launched by the remaining German Panzers. The dangerous Chernov must be found and eliminated at all costs.

**Player Command:** German    **Round 1 Initiative:** German    **German CAP Allocation per Round:** 8    **Beginning Victory Points:** 1 Soviet

**Action Cards:** All Action and Bonus cards 02-05. The Germans receive the 'Careful Aiming' card 11 and 'Luck!' card 13 in Round 1, plus 2 additional cards. The German Player receives no additional Action Cards for the remainder of the Mission!

**Order Cards:** 1-43    **Map Setup:** Maps 1, 2, 3, and 4.

**Wrecks:** If playing with the 'Wrecks and Destructions' Counter Expansion, set up random Wreck counters as follows: Map 1- I01, G02, E04, I06, H08, B09, J09    Map 2- J02, R02, E05, O07, H09    Map 3- J02, R02, N04, K07    Map 4- H01, O01, J04, L05, B07

**Adjusting Difficulty:** For an easier Mission, use only Order Cards 3-43. The Player also receives an extra Action Card and an extra Pz IIIe Unit at the start of the Mission.



## Counteractions

AI with more in-LOS Units within 5 hexes than in-LOS AI:

► Low Risk Move towards closest AI

## Mission Orders

Highest FP AI closest to lowest DV Unit  
► Fire

If there are more Spent AI (including RE) than Spent Units

► AI Passes

AI farthest from Unit

► Move towards

## Victory Points

### Soviet AI:

1 VP: Immediately, for each eliminated German Unit.

3 VP: At the end of the Mission, if the Soviet Commander KV1a Tank has not been destroyed.

### German Player:

1 VP: Immediately, for each eliminated Soviet.

3 VP: Immediately, when the Soviet Commander KV1a Tank is destroyed. The Mission immediately ends. (Destroying the KV1 also awards the 1 VP for eliminating a Soviet, for a total of 4 VP).

## Special Rules

**Rumored Tanks** - All Rumored Enemy AI receive 1 track bonus movement (since they represent Tanks). RE follow all AI vehicle rules in section 5.4, including that they will not move into a hex that restricts their bonus movement.

When determining if the Priority Order that states **Fresh AI < Fresh Units ► AI Passes**, do not count RE as 'Fresh AI'. Off map German Units still count as Fresh Units.

**Soviet Commander KV1a** - When the second KV-1a is drawn from the Rumored Enemy Cup, place a Control Marker under the Tank to designate it as the Soviet Commander Tank. The Control Marker moves and remains with the KV-1a Tank.

Then remove Order Cards 1-12 from the order deck and replace them with Order Cards 44-55. Reshuffle the order deck.

Note: The Soviets will now become much more aggressive!

## Mission Track

1 Start Mission	2 Sniper	3	4 Bog Down
	Roll 1D6. 1 = 0 German CAP 2-3 = -1 German CAP 4-5 = -2 German CAP 6 = -3 German CAP CAP losses are for current Round only.		As AI Action: Roll 1D6: 1-4 = The <b>fresh, highest FP</b> German Tank <b>closest</b> to an AI is <b>immobilized</b> until the next Round.
5	6 Seek Cover	7	8 Battlefield Confusion
	Place a Hasty Defense on the <b>lowest DV</b> AI <b>closest</b> to a Unit.		As AI Action: Mark <b>Fresh, Highest FP</b> Unit <b>closest</b> to AI as <b>spent</b> .
9	10 Swift Action	11	12 End of Mission
	The AI performs 2 actions in a row, drawing a new Order card for the second action.  Only then is it the Player's turn.		End of Mission Scoring

N

2

1

Trucks enter here  
on a 1d6 1-3 result.



b

J11



Any AI or Player occupation of  
this hex removes this German  
Control Marker. If this Control  
Marker is removed by a Soviet AI,  
then immediately place a German  
Control Marker on hex J11, if the  
AI Mission Objectives placement  
conditions are met.



C

B04

3

Trucks enter here  
on a 1d6 4-6 result.

Germans Enter

# Solo Mission 4 - Partisans

Oct 17, 1941 Soviet Field Order: "Comrades, this is a main supply route for the Germans. We will mine the road and ambush the next convoy. Destroy as many trucks as possible and then melt away to the east. We will rendezvous at camp." - Partisan Leader Viktor S.

**General Situation:** Remnants of cut-off Soviet infantry Units, scattered after the fall of Kiev, have begun partisan activities. A heavily armed group of partisans operating near Priluki have been tracked by a group of soldiers from the German 161st Inf. Div. sent to secure the area. Worse for the Soviets, a detached squad of SS Trackers are trailing a group of partisan reinforcements arriving from the north.

**Player Command:** German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 6   **Beginning Victory Points:** 1 Soviet  
**Action Cards:** All Action and Bonus cards 02-06, 08-09, 11-12. The German receives 1 card in Round 1 and 1 card each Round thereafter.  
**Order Cards:** 1-41   **Map Setup:** Map 1. Place a Soviet Control Marker on hex G09 and a German Control Marker on hex G07.  
**Adjusting Difficulty:** For an easier Mission, add Order Cards 42 and 43 to the Order Deck and remove Order Card 1.



## German Player Forces: 1/2 Rifle Platoon

**Enter Round 1:** From the south map edge.



**SS Trackers:** Enter as ordered on the Mission Track.



**1x Pioneer**  
No flamethrower.



## Soviet AI Forces: Partisans

**Setup:** Place as specified.



**1x MMG**  
D11

May never move into a 0 DM hex.

**4x Rumored Enemy**  
E01, L06, K07, N10

**Hidden Units:** Place in Rumored Enemy Cup.



## Counteractions

AI with no Unit within 3 hexes **closest** to a German Control Marker

► **Low Risk Move** towards

## AI Mission Objectives

As soon as a condition is met, place a German Control Marker on the listed hex:

**J11** If the AI moved on and removed the Control Marker on hex G07 **a** and hex M11 **b** is not in the Fire Zone of either German LMG, then place a German Control Marker on hex J11.

**B04** If both German LMGs have moved onto the map and neither has LOS to hex C02 **c**, and no Unit is within 4 hexes of hex B04, then place a German Control Marker on hex B04.

These German Control Markers, along with the Control Marker on hex G07, are removed as soon as they are occupied by any AI or Unit. (This does not include the Control Marker on hex G09.)

## Mission Orders

AI farthest from Unit or German Control Marker

► **Move** towards

## Victory Points

### Soviet AI:

1 VP: **Immediately**, score for each eliminated German Unit.

1 VP: **When the Mission Marker advances to or passes a 'Score Victory Hex' space**, score for control of **only** hex G09.

### German Player:

1 VP: **Immediately**, score for each eliminated Soviet.

1 VP: **When the Mission Marker advances to or passes a 'Score Victory Hex' space**, score for control of **only** hex I06.

1 VP: **Immediately**, score for each truck that safely exits the map.

## Mission Track

**1 Start Mission**

**2 Place RE**

**3 Place RE**

**4**

**5**

Score Victory Hex I06

**6 Reinforcements**

Add a Soviet Rifle into the Draw Cup and place an RE on hex R07 **1**.

**7 Place RE**

**8 Reinforcements**

Add a Soviet Rifle into the Draw Cup and place an RE on hex R07 **1**.

**9**

Score Victory Hex I06

**10 SS Trackers**

Place SS Trackers on hex R01 **2**.

**11 Supply Truck**

A Supply Truck enters along road. See Special Rules below.

**12 Landmine**

A RE is placed on hex L04 and a Landmine is placed in the Draw Cup.

**13 Supply Truck**

A Supply Truck enters along road.

Score Victory Hex I06

**14 Place RE**

**15 Place RE**

**16**

**17**

Score Victory Hex I06

**18 Vodka**

A Hit AI closest to Unit Auto-Rallies.

**19**

Score Victory Hex G09

## Special Rules

**Place RE** - When the Mission Marker advances to 'Place RE', add a 'No Enemy' counter into the Rumored Enemy Cup. Then a new RE will be placed 2 hexes away from an existing RE that is closest to a Unit. Roll 1d6. The new RE is placed 2 hexes away in the direction that the die result indicates, as shown to the right. If this hex is already AI or Unit occupied or if there is better cover within 1 hex of where the new RE should be placed, then place the new RE into the adjacent hex, with the highest DM, that is closest to a Unit. If no RE exist on the map, do not place a new RE.



**Supply Truck** - When the mission marker advances to 'Supply Truck', roll a die. If a 1-3 is rolled, a German truck is placed on hex R07 **1** and will immediately move along the road to exit from hex B06 **3**. If a 4-6 is rolled, a German truck is placed on hex B06 **3** and will immediately move along the road to exit from hex R07 **1**. For each space the MT advances, each German Truck will move 3 hexes along the road towards its exit point. The Player may not move or rally the Trucks. Trucks are also never spent. The Trucks will move into and through AI Soviet occupied hexes. Trucks may not capture Control Markers.



# Solo Campaign 1 Score Sheet

**Mission 1 VPs**

Negative for AI Soviet VP

+

**Mission 2 VPs**

Negative for AI Soviet VP

+

**Mission 3 VPs**

Negative for AI Soviet VP

+

**Mission 4 VPs**

Negative for AI Soviet VP

=

**Campaign VP Total**

Designer's Note: Players may choose to play any of the Missions of the following campaigns, in any order, as stand alone Missions.

## Campaign Unit Count

Mission 1    Mission 2    Mission 3

Rifle



\_\_\_\_\_

LMG 34



\_\_\_\_\_

Pioneer



\_\_\_\_\_

Opel



\_\_\_\_\_

Wagon



\_\_\_\_\_

5 cm Mortar



\_\_\_\_\_

Krad



\_\_\_\_\_

Tank Hunter



\_\_\_\_\_

German T-34a



\_\_\_\_\_

SdKfz 232L



\_\_\_\_\_

Protze 36



\_\_\_\_\_

HMG 34



\_\_\_\_\_

PaK 36



\_\_\_\_\_

\*Hit Units at the end of a Mission begin as Un-Hit at the beginning of the next Mission.

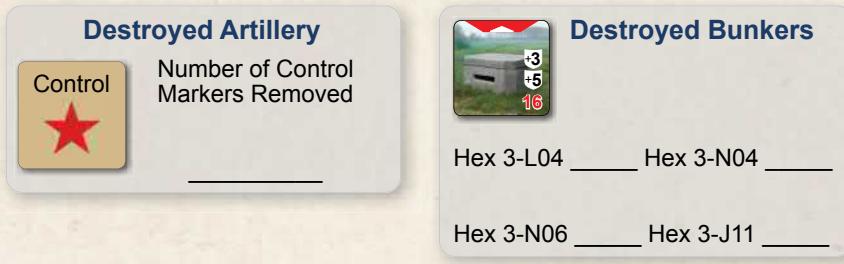
## Action Card Count



## Cards remaining from Mission 2 for Mission 3

## Cards remaining from Mission 3 for Mission 4

## Mission 2 - Artillery and Bunkers Destroyed



## Campaign Notes

# German Exit



Germans that are on or west of row 10 at the end of the Mission escape capture.



# Solo Campaign 1, Mission 1 - Behind Enemy Lines

October 3, 1941 - Yukhnov. German High Command Report: After the heavy losses to the Fallschirmjäger (paratroopers) during the capture of Crete, large scale airdrops are no longer a strategic option. Instead, it has been decided to test the effectiveness of small surgical airborne strikes behind enemy lines. The Wehrmacht has captured many Soviet factories, but often vital equipment has already been evacuated by the Soviets. High Command has ordered Fallschirmjäger to be attached to the SS Reich Div under General Stumme, to be dropped behind enemy lines outside of Yukhnov, ahead of the encirclement of Bryansk. They are tasked to disrupt the evacuation of vital equipment. A secondary objective is the rescue of prisoners being held in a compound in the same city. The men must then work their way back to the safety of the advancing 10th Panzer Division. The future use of surgical Fallschirmjäger airdrops may rest on the success of this mission.

**Player Command:** German    **Round 1 Initiative:** German    **German CAP Allocation per Round:** 7    **Beginning Victory Points:** 1 Soviet

**Action Cards:** All Action and Bonus cards 02-06, 08-09, 11-13. The Germans receive 1 card in Round 1. The German then pulls an additional card each time a German Unit is placed on the map from the Rumored Enemy Cup.

**Order Cards:** 3-43    **Map Setup:** Map 5. Place Soviet Control Markers on hexes E02 and F04 (these represent German prisoners of war).

**Expansions:** This mission uses the Monster Tanks expansion. If not playing with the expansion, ignore the 'Hunde!' Mission Track event.

**Adjusting Difficulty:** For an easier Mission and campaign, replace a Soviet Rifle in the Rumored Enemy Cup with a German Rifle. Also receive 1 extra Action card in Round 1.



## German Player Forces: Fallschirmjäger Platoon

**Setup:** Place as specified.



2x Pioneer  
(no flamethrower)  
P08, Q09

**Scattered Landing Sites:**  
Place in Rumored Enemy Cup with Soviet AIs.



4x Rifle



2x LMG



## Soviet AI Forces: City Garrison

**Setup:** Place as specified.



1x NKVD G05    1x MMG I03

**Hidden Units:** Place in Rumored Enemy Cup with German Units



1x NKVD



8x Rifle

## Counteractions

If the Player passed and all Revealed AI within 3 hexes of Units are Spent.

► AI Passes

AI closest to Unit that Fired

► Fire (+1 CAP) or ► Move towards

## Mission Orders

All Fresh RE with the same symbol as the active Order Card symbol

► Move 2 hexes towards nearest Control Marker (Make 1 spent check for all RE)

## Victory Points

### Soviet AI:

1 VP: Immediately, score for each eliminated German.

1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each Soviet Control Marker.

1 VP: At the end of the Mission, score for each German Unit from the Rumored Enemy Cup that was not placed on the map.

### German Player:

4 VP: Immediately, score when a German Unit takes control of a Soviet Control Marker. Remove the Control Marker.

1 VP: Immediately, score for each German Unit that exits the west side of the map, after the Soviet Control Markers have been removed.

## Special Rules

**Night - Units and AI have a Line of Sight (LOS) of only 2 hexes.** If a Unit or AI fires, mark it with a penny. Its muzzle flash reveals its location to all other Units and AI, giving them a normal LOS range to it, during this and the next turn. At the end of the next turn, remove the penny.

**Place RE -** When the Mission Track Marker advances to 'Place RE', roll 1d6 and place a Rumored Enemy (RE) counter on the corresponding numbered hex shown on the map to the left. If the hex is already occupied, re-roll. If there are no more RE counters to place, then ignore the 'Place RE' order. Once an RE counter has been placed, then add a 'No Enemy' counter into the Rumored Enemy Cup.

**Prisoners of War -** Should the Germans occupy a Soviet Control Marker, then replace the Control Marker with a 'German Rifle' Unit.

**Rumored Enemies -** RE are not counted for a Mission Track (MT) advance. If during the AI's turn, an RE is revealed as a German Unit, this German Unit must still execute the order, even if it fires on another German Unit (night time battle confusion). The revealed German Unit must then make a Spent Check. **This action counts as the AI's turn.**

**Campaign Mission 1 -** This is the first Mission in Solo Campaign 1. Record the final score of this mission on the Solo Campaign 1 Score Sheet on pages 10 and 11. Also record which German Units exited the map or ended the Mission west of row 10.

To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.

## Mission Track

### 1 Start Mission

### 2 Place RE

See Special Rules below.

### 3 Flares

Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.

### 4 Hunde!

If an NKVD is on the map, a Soviet 'Dogs' AI appears in an NKVD's Hex closest to a Unit.

### 5 Place RE

### 6 Place RE

Score Victory Hex

### 7 Reinforcements

Place an RE Counter on hex L01 7 and a Soviet Rifle into the RE Cup.

### 8 Flares

Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.

### 9 Misinformation

Move the Soviet Control Marker (prisoners) from hex E03 to hex E08.

### 10 Flares

Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.

### 11 Place RE

Score Victory Hex and shuffle Order Cards 1 and 2 into the Order Deck.

### 12 MIA

Replace a German Unit in the RE Cup with a 'No Enemy' counter. Soviet AI receives 1 VP.

### 13 Place RE

### 14 Reinforcements

Place an RE Counter on hex J12 8 and a Soviet Rifle into the RE Cup.

### 17 MIA

Replace a German Unit in the RE Cup with a 'No Enemy' counter. Soviet AI receives 1 VP.

### 18 Flares

Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.

### 15 Flares

Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.

### 19 Place RE

### 16 Place RE

Score Victory Hex

### 20 End of Mission

End of Mission Scoring



# Solo Campaign 1, Mission 2 - Borrowing

October 4, 1941 German Field Journal: We have escaped from Yukhnov and are now working our way back on foot towards friendly forces. We are very tired, but the enemy is close behind us. We have spotted a village ahead that the Soviets appear to be fortifying in preparation of our front's advance. We also hear artillery firing from the other side of a hill to the south of us. Hopefully we can find some supplies and capture some trucks so that we can get off of our feet. Karl suggests we attempt to sabotage the bunkers on our way through, but I don't know if the men are up to it. Fatigue has set in, we are out of food and low on ammunition.

**Player Command:** German **Round 1 Initiative:** German **German CAP Allocation per Round:** 8 **Beginning Victory Points:** 1 Soviet

**Action Cards:** All Action and Bonus cards 03-06 and 08 and Objective Cards 21-14. Also mix the Weapon Cards Grenade, Molotov Cocktail, and Tellermine W01-W03 into the Action Card Deck. The German receives 2 **Command Action Cards** (card 02) in Round 1 and may draw additional cards as described under Special Rules - 1. Scavenging.

**Order Cards:** 13-55 **Map Setup:** Map 2 & 3. Place Soviet Control Markers on hexes 3-J07 and 3-N08 to represent artillery guns.

**Expansions:** This mission uses pieces from the Monster Tanks expansion. If not playing with this expansion, do not use Objective Card 4.

**Adjusting Difficulty:** For an easier Mission, the German Player receives 1 additional LMG during setup.



## German Player Forces: Yukhnov Survivors

**Setup:** Place on or North of row 9 and on or East of row M. Either use all the Units to the right **or** the Units from mission 1 that exited the map or ended the Mission West of row J, along with 2 additional Rifles.



## Soviet AI Forces: Fortifications Defense

**Setup:** Place as specified. (*The T-34 must always stay within 4 hexes of a Wagon.*)



## Counteractions

If any AI in a Bunker has been eliminated or the T-34 has been destroyed or captured:

AI Wagon closest to a Unit, if unloaded  
► Load nearest Control Marker onto AI Wagon

Loaded AI Wagon closest to a Unit  
► Move two hexes along road towards hex 2-J12, to exit map

## Mission Orders

Highest FP AI closest to lowest DV Unit

► Fire, even if Long Range

## Victory Points

### Soviet AI:

1 VP: **Immediately**, score for each eliminated German, not including captured Trucks.

1 VP: **At the end of the game**, score for each Bunker that was not destroyed.

### German Player:

1 VP: **Immediately**, score for each German Unit that exits the west side of the map, not including Trucks.

1 VP: **Immediately**, score when a German Unit takes control of a Soviet Control Marker. Remove the Control Marker.

1 VP: **Immediately**, score for destroying or capturing the T-34a.

**Special Rules: Scavenging:** The German Player may draw an additional Action Card after a Unit searches a building for loot. It costs a Unit 2 APs/CAPs per building search to draw a card. Each building hex only be searched once per game. Mark searched buildings with pennies. If an Objective Card is drawn, any German Unit **may be** replaced with another Unit type: **Objective 1:** Pioneers, **Objective 2:** Tank Hunters, **Objective 3:** 5cm Mortar, **Objective 4:** Krad Motorcycles (from the Monster Tanks expansion).

**Vehicles** - The AI may take **no actions** with the Trucks and can only move the Wagons with Counteraction Orders. Trucks and Wagons can be captured by the German Player, by moving a Unit into the vehicle hex. The Player may load Units onto captured vehicles and then activate the vehicles for transport. If the Soviet AI can fire at Trucks transporting German Units, the AI must first roll 1d6 (once per turn) and **ignores the Truck** on a 3-6 roll, thinking the Units are friendly. The AI instead must target another Unit. If no other target is available, move onto the next order on the Order Card. Vehicles are **not counted** when checking if the Mission Track advances or if the AI passes.

**Captured T-34** - If a German Unit hits the T-34 in close combat without destroying it, the T-34 is replaced with a German 'Captured T-34' counter with a 'Suppressed' Hit counter. Remove the German Unit that attacked the T-34, since that elite Unit is now crewing the captured T-34.

**Campaign Mission 2** - This is the second Mission in Solo Campaign 1. On pages 10 and 11 of the Mission Book, record the final score of this mission for the final campaign score. Also record which German Units exited the map, which Action Cards are in hand at the end of the Mission, whether the T-34 was captured or destroyed, which Bunkers were destroyed, and how many Control Markers were taken. Any Soviet Trucks and Wagons that the German Player exited the map will be exchanged for German Trucks and Wagons.

To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.

## Mission Track

### 1 Start Mission

### 2 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 3 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 4 Refugees

Place a Refugee on hex 2-B06.

### 5 Fatigue

The Germans lose a CAP (for this Round only).

### 6 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 7 Mission Analysis

Germans review their situation. Player takes a Command Action Card.

### 8 Refugees

Place a Refugee on hex 3-J12.

### 9 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 10 Fatigue

The Germans lose a CAP (for this Round only).

### 11 Refugees

Place a Refugee on hex 3-B07.

### 12 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 13 Mission Analysis

Germans review their situation. Player takes a Command Action Card.

### 14 Fatigue

The Germans lose a CAP (for this Round only).

### 15 Pursuit

Place a Soviet Rifle on row R on a hex closest to a Unit.

### 17

### 18 Fatigue

The Germans lose a CAP (for this Round only).

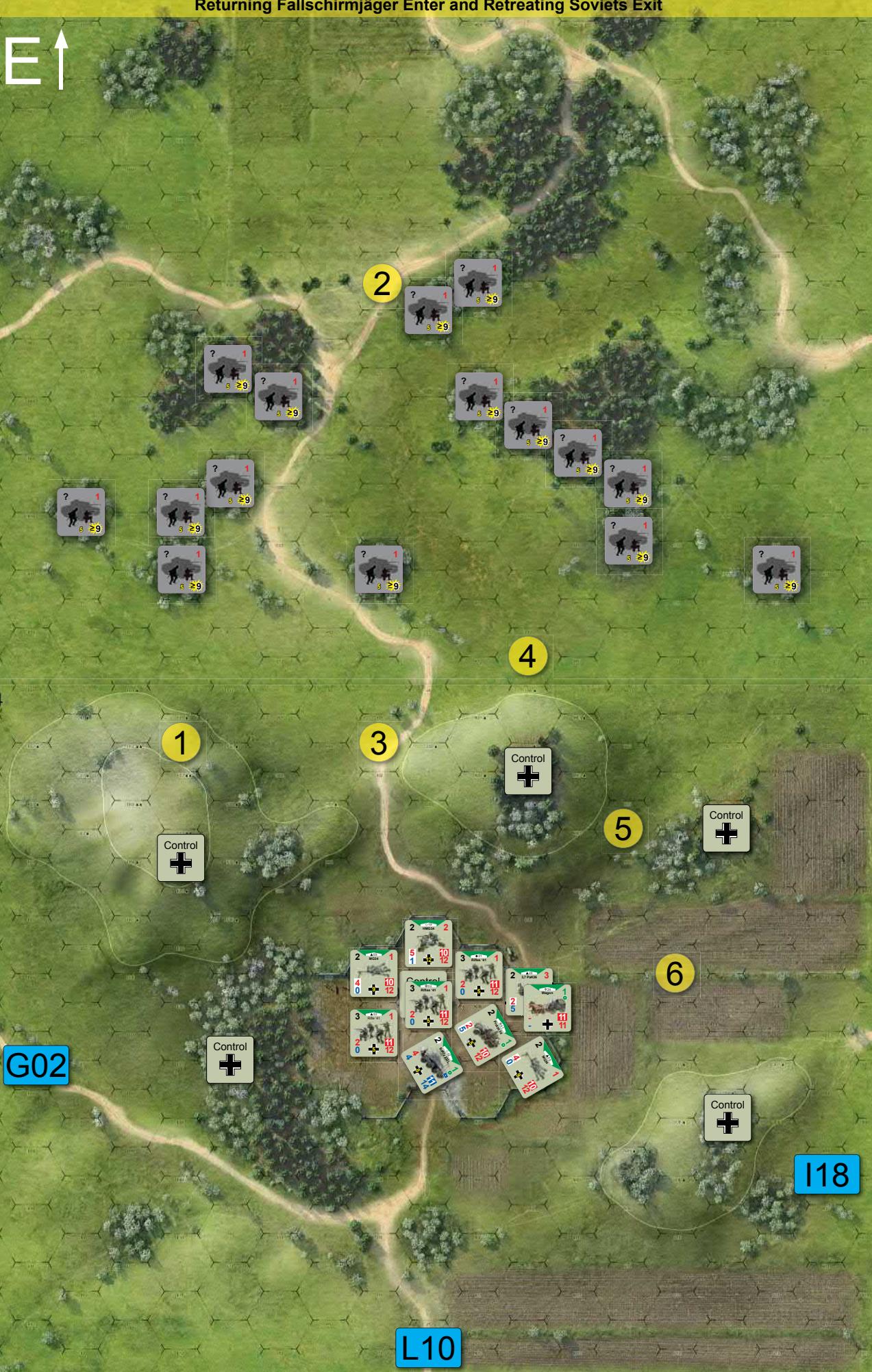
### 19

### 16

### 20 End of Mission

## Returning Fallschirmjäger Enter and Retreating Soviets Exit

**E** ↑

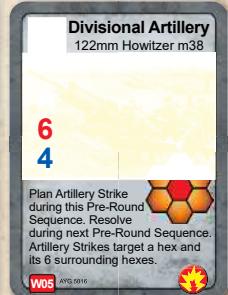


**Cattle:** Cattle block LOS, like a L1 obstruction. Cattle may also be fired on if an enemy is in the same hex. Any Unit or AI in the same hex as Cattle receive a -1 DM.

**Ex:** There are cattle on 1 and 4. The Mission track advances 1 space.

You first roll a 3 for the cattle on E01 1 and they move NW into hex F02. You then roll a 6 for the cattle on L12 4 and they move SE into hex K11.

### Artillery:



When the Mission Marker advances onto 'Soviet Artillery', an artillery strike occurs. Draw Order Cards until a card with a specified symbol is drawn.

Artillery will be targeted against that card's hex number on the map where the most Germans and least Soviets are targeted.

Resolve the artillery strike with the Soviet 122mm Howitzer Weapons card pictured above.

Reduce the strikes red firepower by 2 and the blue firepower by 1 for each Artillery Control Marker you took in Mission 2.

**Ex:** Mission Track space 5 specifies any gray symbol. Order Cards are drawn until the first gray circle ● card is drawn, which is card 38. Hex E03 on map 4 is targeted.

Once a Target Hex has been determined, advanced Players may want to use the Artillery Drift rules offered in the 'Wrecks and Destruction' expansion.

# Solo Campaign 1, Mission 3 - Breaking Point

October 5, 1941 German Field Report to Major General Fischer: The Division commander dispatched our Mechanized Unit to extract the returning Fallschirmjäger at an arranged meeting point west of Kurovskoy. It is 06:00, we are on location, set in a loose defensive formation and expect the Jäger to arrive at any moment. Communications this morning state that resistance against our encirclement of Bryansk has become more determined to the east. NKVD have been spotted and seem to be rallying the enemy in our sector. We have a rare sight! - cattle in the distance, but they seem unsettled. It may be the returning Jäger or possibly some Soviet elements spooking them. Soviet spotting artillery fire is being directed our way and I have reports of Soviet armor movement. Field report over. - Wilhelm Kretzer

**Player Command:** German    **Round 1 Initiative:** Soviet    **German CAP Allocation per Round:** 9    **Beginning Victory Points:** 1 Soviet

**Action Cards:** The German Player begins the Mission with the cards that he ended Mission 2 with. No other cards will be received.

**Order Cards:** 13-53    **Map Setup:** Maps 1 and 4. Place German Control Markers on hexes 4-L02, 4-P03, 4-E03, 4-F07, 4-J06, 4-P08.

**Adjusting Difficulty:** For an easier Mission, the German Player receives 2 additional Command Action Cards in Round 1.

**German Player Forces: Mechanized Extraction Plt.**

**Setup:** Place on map 4 as specified.

3x Rifle J06, K05, I06	2x LMG I05, L07	1x HMG J05	1x Wagon L06	1x Protze K06
1x Pak36 L06 on Truck	1x SdKfz J07	1x Pioneer	1x Rifle	1x Opel

**Returning Fallschirmjäger:** Enter along East edge. Either use the Units below OR the Units that exited Mission 2.

**Soviet AI Forces: Mixed Counter-Attack Force**

**Setup:** Place on map 1 as specified.

**Hidden Units:** Place in the Rumored Enemy Cup.

15x Rumored Enemy J06, K05, F07, G07, K07, L08, F09, M08, N09, C09, E09, N10, E10, I10, Q10	2x NKVD	1x MMG	5x Rifle	1x SMG
2x 82 Mtr	3x T-26	1x BT-7	1x T-35	

## Counteractions

If both NKVD AI have been eliminated:

AI farthest from a Unit

► Move East (may exit East map side)

If the Player passed:

Largest Group of Mobile AI closest to a German Control Marker

► Move towards

## Mission Orders

Largest Group of Mobile AI closest to a German Control Marker

► Move towards

## Victory Points

**Soviet AI:**

1 VP: **Immediately**, score for each eliminated German.

1 VP: **At the end of the Mission**, score for each Soviet Control Marker.

**German Player:**

1 VP: **Immediately**, score for each eliminated Soviet.

1 VP: **At the end of the Mission**, score for each Fallschirmjäger on map 4, not including Trucks and Wagons.

## Special Rules

**Soviet Morale** - When the Soviets capture a Control Marker, shuffle the highest numbered CAP Order Card not in the deck into the order deck. If a Control Marker is lost, remove a random CAP Order Card from the order deck.

**Cattle** - When the Mission Marker advances onto 'Cattle', roll 1d6. Place a Cattle counter on the corresponding yellow numbered hex shown on the map to the left. Every time the **Mission Track Marker advances**, the cattle move a number of hexes equal to the number of spaces the Mission Marker advanced. The move direction for each Cattle is determined by rolling 1d6, with a 1 being east, 2 the next hex clockwise, etc. When a Unit or AI fires, any Cattle within 2 hexes of it moves 1 hex away from that Unit or AI. The Cattle will always stay in open terrain. If the hex to be moved to is not open terrain, the Cattle instead move into an adjacent open terrain hex.



**Campaign Mission 3** - This is the third Mission in Solo Campaign 1. On pages 10 and 11 of this Mission Book, record the final score of this Mission. Also record which German Units survived the battle, and which Action cards were in hand at the end of the Mission. For an authentic experience, do not review the future campaign missions until this campaign mission has been played.

To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.



## Soviet AI Artillery:

When the Mission Marker advances onto 'Soviet Artillery', an artillery strike occurs. Draw Order Cards until a card with a specified symbol is drawn.

Artillery will be targeted against that card's hex number on the map where the most Germans and least Soviets are targeted.

Soviet Minefields are not affected by artillery.

We recommend that advanced Players use the Artillery Drift rules, offered in the 'Wrecks and Destruction' counter expansion, for both the Soviet and German artillery strikes.

## Minefields: All RE

counters represent potential Minefields. When a Unit moves onto an RE, the Player draws a counter from the Draw Cup. If it is a Mines counter, the mine attack is resolved (18.3.3 AB). Then the drawn counter is placed back into the Draw Cup, and the RE counter is not removed from the map.

RE are not AI and  
do not count towards  
Mission Track  
Advancement or AI  
Pass Checks.

AI will not move onto an RE hex.

## Soviet Bunker Setup:

Place Bunkers on hexes 3-L04, 3-N04, 3-N06, and 3-J11, facing in the direction shown on the map. Remove any of these Bunkers if destroyed in Mission 2.

AI set up in the Bunkers may not leave the Bunkers or pivot. If a Bunker was destroyed in Mission 2, the AI specified to occupy that Bunker is still setup in that now Bunker-less hex and may move and pivot.

# Solo Campaign 1, Mission 4 - Race for Victory

October 5, 1941 German Field Journal: We linked up with the Fallschirmjäger three hours ago and they guided us to Yukhnov. Our scouts report a hastily prepared defensive perimeter southeast of the city. We have been ordered to neutralize the bunkers guarding the southern access road. Thanks to the Fallschirmjäger knowledge of the area, we are deploying from the West, since there is still some confusion in the local enemy ranks. We received some light Panzer support in Kurovskoy to counter any Soviet armor presence. Headquarters has assured us that we can expect artillery support within the hour.

**Player Command:** German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 10   **Beginning Victory Points:** 1 Soviet

**Action Cards:** All Action and Bonus cards 02-06 08-09, 11-13. The Germans receive 1 card on Round 1, plus any cards that the Player ended Mission 3 with, and 1 card each Round thereafter.

**Order Cards:** 13-55   **Map Setup:** Maps 2 & 3. Place Soviet Control Markers on hexes 2-J10, 3-O05, and 3-K10

**Adjusting Difficulty:** For an easier Mission, place only 1 Mine in the draw cup.



## German Player Forces: Main Offensive

**Enter:** West edge. Either use the Units below OR the Units that survived Mission 3.

**2x Rifle**   **2x LMG**   **1x Pioneer**   **1x Protze**

## Counteractions

If two Units are in the same hex:

Al closest to Units

► Fire, even if long range

## Mission Orders

Al closest to a German Control Marker

► Move towards

## Victory Points

### Soviet AI:

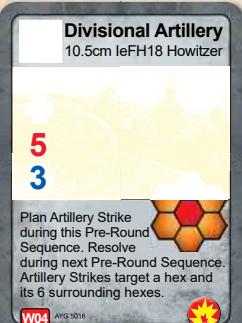
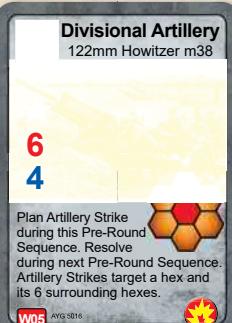
1 VP: **Immediately**, score for each eliminated German, not including Trucks and Wagons.

1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each Soviet Control Marker.

### German Player:

1 VP: **Immediately**, score for each eliminated Soviet.

1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each German Control Marker.



## Special Rules

**German Artillery** - At the beginning of the Mission, the German Player plots an Off-Board Artillery Strike (12.3 AtB) anywhere on the map, even to a hex that is out of LOS. When the Mission Marker advances to 'German Artillery', the plotted artillery strike is resolved. Then the German Player must immediately plot the next artillery strike to a hex within LOS of any German Unit.

**Campaign Mission 4** - This is the forth and final Mission in Solo Campaign 1. On pages 10 and 11 of the Mission Book, record the final Mission score and then add the scores from all the Missions to determine the Campaign score total.



## Soviet AI Forces: Last Defense

**Setup:** Place as specified.

	<b>16x Rumored Enemy</b> 2 - G06, G09, H12 3 - H01, H03, I03, H05, H06, H07, G07, G08, G09, G10, H11, G11, H12	<b>1x NKVD</b> 2J10	<b>2x Rifle</b> 3O01, 3Q08	<b>1x 82 Mtr</b> 3M05	<b>2x 45 ATG</b> 3J11, 2M08
	<b>2x MMG</b> 3J11, 3L04		<b>1x Inf Gun</b> 3N04		<b>1x ZiS-30</b> 3K04
	<b>4x T-26</b> 2H07, 2H09, 2I10, 3J10		<b>5x T-26</b> 1H08, 1H09, 1I10, 1J10		<b>5x T-26</b> 2H07, 2H09, 2I10, 3J10
	<b>2x Mines</b>		<b>3x No Enemy</b>		

## Mission Track

### 1 Start Mission

Plot German Artillery

### 2

### 3 German Artillery

Resolve German Artillery, then Plot German Artillery

### 4 Soviet Artillery

Draw an Order Card with a circle ○, ● or ○ symbol. Target artillery against this card's hex.

### 5

Score Victory Hexes

### 6 German Artillery

Resolve German Artillery, then Plot German Artillery

### 7 Soviet Artillery

Draw an Order Card with a diamond ◆, ♦ or ◇ symbol. Target artillery against this card's hex.

### 8

### 9 German Artillery

Resolve German Artillery, then Plot German Artillery

### 10 Soviet Artillery

Draw an Order Card with a ◇ or ◆ symbol. Target artillery against this card's hex.

### 11

### 12 German Artillery

Resolve German Artillery

### 13 Soviet Artillery

Draw an Order Card with a ◇ or ◆ symbol.

### 14

Score Victory Hexes

### 15

### 16 End of Mission

Score Victory Hexes

# Solo Campaign 2 Score Sheet



## Mission 1 VPs

Negative for AI German VPs

---

+

## Mission 2 VPs

Negative for AI German VPs

---

=

## Campaign VP Total

---

## AI Exit Tracker

Note Mission Track Space

	Rifle	<hr/>
	LMG 34	<hr/>
	5 cm Mortar	<hr/>
	Opel	<hr/>
	Pz II F	<hr/>
	PzJg 35R	<hr/>
	SdKfz 232L	<hr/>
	Pz 38t	<hr/>
	Pz IV E	<hr/>
	SdKfz 251	<hr/>

\*Units that are Hit at the end of Mission 1 are rallied and begin Mission 2 as Un-Hit.

## Soviet Special Rules

**Soviet Commander** - You, as the Player, represent a Soviet Officer aboard a BA-10 armored car. Many of the troops you command are untrained and, due to recent German advances, are low on morale. They require your direct command input to repel the German attack. You may only issue AP Actions to Units that begin the action within 6 hexes of the BA-10. Units outside the BA-10's 6 hex command radius can not be issued AP Actions, but only Command Actions and Card Actions. In addition, out of command radius Units may execute orders as described below.

## Soviet Units Out of Command Radius

- You may direct Units outside of your Command Radius as follows:

1. Draw an Order Card.
2. Choose any one of the Priority or Tactical Orders listed on this card. You are not bound by normal AI order progression.
3. The chosen order can only be executed by Soviet Units outside of your Command Radius. These Soviet Player Units execute the order exactly like the AI would, but the roles are reversed. Command Cards act as regular cards and you do not gain any CAP benefits for CAPs listed as part of an order. You may, however, modify with your own CAPs from your CAP track.
4. You may augment the order taken with CAPs to lower the order's AP cost. The Unit(s) that executed an order must always make a Spent Check.
5. If no Unit can execute any of the orders listed on the Order Card, you are forced to pass. You **may not** choose to pass, instead of completing an order.

You may not execute Counteractions, Mission Orders, or any order that moves RE, or marks an AI as spent.

The Mission Track **does not** advance during your turn.

Now you may move the T-26 reinforcement tanks onto the map, as if they were in your command radius. Once the tanks are on the map however, they are limited by the Command Radius rules. If the BA-10 is destroyed, all of your Units are Out of Command and must execute orders as described below.

# Solo Campaign 2, Mission 1 - Stalwart Line

October 5, 1941 Soviet 'Reserve Front' Field Report: A German Panzer Division has broken through our lines and is moving on Vyazma directly from the south. The situation on our left flank is grave. We have no forces to secure the Moscow highway. Major General Vishnevskiy is moving up elements of the 32nd Army, but we do not know if they will arrive in time. The Germans could have a straight shot to Spas-Demensk! Intelligence reports that the Germans are attempting to resupply their tanks behind our lines in order to continue their rapid advance. We must conduct delaying actions, so that our forces can escape the German encirclement!

**Player Command:** Soviet    **Round 1 Initiative:** German AI    **Soviet CAP Allocation per Round:** 6    **Beginning Victory Points:** 1 German

**Action Cards:** Action and Bonus cards 02-06, 08-09, 11-13 and 17. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter.

**Order Cards:** 13-53.

**Map Setup:** Maps 3 and 4. Place Soviet Control Markers on hexes 3-H06 and 4-J07.

**Additional Objective:** The western map edge is a Mission Objective for the German AI.

**Adjusting Difficulty:** For an easier Mission, increase the BA-10's command radius to 8 hexes and receive 1 additional Action Card in Round 1.



## German AI Forces: Elements of the 10th Panzer Div

**Setup:** Place into an AI Draw Cup. Enter from East Map Edge.



**3rd Wave:** Place in Draw Cup per Mission Track space 8. 1x Pz 38t 1x Pz IVe 1x SdKfz

**2nd Wave:** Place in AI Draw Cup per Mission Track space 4.



**Opel Trucks:** First placed in Draw Cup when first Soviet Control Marker is taken. Second enters per Mission Track space 9.



## Soviet Player Forces: Counter Attack

**Setup:** Place anywhere on maps 3 and 4, BEFORE the Maneuver Control Marker has been set.



**Reinforcements**  
Enter from the Western map edge when ordered on the Mission Track.



**Maneuver Control Marker:** After the Soviet has set up, roll 1D6. Place a Soviet Control Marker on the hex number rolled. The six possible hexes are marked on the map. This Marker may move based on Mission Track orders 5 and 9. If the same number is rolled, the Control Marker remains where it is.

**German AI Entry** - The German AI enter as detailed by **Priority Counteraction Orders** (See below). The AI can also enter if a **Tactical Order** commands the AI to move and no AI on the map can execute the order. Then draw an AI from the AI Draw Cup. This AI enters from the Eastern map edge as detailed by the **Tactical Order**, not the Counteraction Orders. If the order is a group move, then all remaining AI in the AI Draw Cup enter as a group move. New German AI are placed into the AI Draw Cup as directed by the Mission Track spaces 4, 8, and 9.

## Counteractions

If there is an AI in the AI Draw Cup, :

- Randomly draw one AI. This AI enters from the **Eastern map edge open hex** closest to the nearest German or Soviet Maneuver Control Marker

AI Opel Truck **closest** to a Unit

- **Low Risk Move West along road** (may exit Western map edge)

AI nearest West map edge with no **Fresh** Units within **5 hexes**

- **Move West** (may exit Western map edge)

## Mission Orders

AI **closest** to East map edge

- **Move West** (may exit Western map edge)

## Victory Points

### Soviet Player:

1 VP: **Immediately**, score for each eliminated German.

1 VP: **At the end of the Mission**, score for each Soviet Control Marker.

### German AI:

2 VP: **Immediately**, score for each German Unit that exits the western map edge (including trucks).

1 VP: **Immediately**, score for each eliminated Soviet vehicle.

## Mission Track

1 Start Mission	2	3 Battlefield Confusion	4 Second Wave
5 Maneuver	6 Reinforcements	7 Reinforcements	8 Third Wave
Roll 1d6. Place a Soviet Control Marker on the die result hex. Remove the old Maneuver Control Marker.	A T-26 reinforcement enters the West.	A T-26 reinforcement enters the West.	Place 2nd Wave AI into the AI Draw Cup at the beginning of the next round.
9 Maneuver	10 Reinforcements	11	12
Roll 1d6. Place a Soviet Control Marker on the die result hex. Remove the old Maneuver Control Marker.	A T-26 reinforcement enters the West.  Opel Truck enters.	14 Auto-Rally	15
13	As AI Action: Hit AI closest to a Unit - 'Auto-Rally'.	16 End of Mission	End of Mission Scoring

**Opel Trucks** - An Opel Truck is placed into the AI Draw Cup when the first Soviet Player Control Marker (part of the initial Mission setup) is captured by the German AI. The second Opel Truck enters on Mission Track order 9. Opel Trucks enter following the road nearest to the current Maneuver Control Hex.

**Hasty Advance** - The German AI ignore **Priority Orders** that command the AI to pass.

**German Exit** - When a German AI exits the Western map edge, record which Mission Track space the Track Marker is on next to the AI's counter picture on the AI Exit Tracker on page 20. The timing of an AI's exit determines when these AI enter in Mission 2.



# Solo Campaign 2, Mission 2 - Last Stand

Oct 6, 1941 Vyazma - Soviet Personal Field Journal: 'Our staff has been told that the first elements of the 10th Panzer Div and von Hauenschild's 86th Rifle Regiment are forcing their way into the town center. We currently have them surrounded, but our men hesitate to attack. More German reinforcements have broken through and threaten the entire front. The front is advancing, so we must destroy these tanks and secure the city in order to give our withdrawing forces an escape corridor. However, the fresh recruits sent to us will need some encouragement to do what needs to be done.' - Vladimir Chazov

**Player Command:** Soviet   **Round 1 Initiative:** Soviet   **Soviet CAP Allocation for Round 1 Only:** 4   **Beginning Victory Points:** 1 German

**Action Cards:** All Action and Bonus cards 02-06, 08-09, 11-13, 15 and 16. The Soviets receive 1 cards in Round 1 and 1 card each Round thereafter.   **Order Cards:** Use cards 1-43.   **Map Setup:** Map 5 Place Soviet Control Markers on hexes C04 and Q03.

**Adjusting Difficulty:** For an easier Mission, add two additional No Enemy counters to the Draw Cup.



## German AI Forces: Fallschirmjäger with Panzer support

**Setup:** Place AI as specified. The Germans are low on fuel and all Tanks cannot move at the beginning of the Mission. They can only execute Command Card move orders. If a German AI Truck enters the same hex as a German AI Tank, the Tank is no longer out of supply and can execute any move order for the rest of the Mission.

3 Rifles 41 2 0	1 MG34 4 0	2 HMG34 5 1	1 Pz II F 4 4	1 Pz III E 3 5	1 Pz IV E 5 3
1x Rifle I03, L05	1x LMG H08	1x HMG K09	1x Pz II F J07	2x Pz III E J06, J08	1x Pz IV E J05

**Added German AI** - Place each German AI that exited 'Mission 1' onto the Mission Track (MT) space below that is 8 spaces less than the MT space the AI exited in Mission 1. **Ex: A Pz IV exited Mission 1's map when the MT marker was on space 11. It is placed on MT space 3 below (11-8).** When the MT marker advances to or passes the MT space an AI occupies, the AI enters this Mission. Roll 1d6 and place the AI on the corresponding numbered **yellow** hex on the map. If multiple AI are placed, they can be stacked together on the same **yellow** hex. This is a stacking rule exception (5.4.2). If German AI exited Mission 1 on or before the 9th MT space, they are placed on the map at the beginning of this Mission.



## Soviet Player Forces: Counter Attack

**Setup:** Place as specified.

6x Rifle P03, P04, C05, D07, E10, O10	4x SMG E03, O06, O11, C08

**Reinforcements:** Enter as ordered on Mission Track.

2x T-26	2x BA-10

See Soviet Gathering Courage - Special Rules below.

## Counteractions

If an AI Tank is out of supply, then the AI Truck **closest** to out of supply Tank

► **Move towards**

AI Tank **closest** to Soviet Control Marker

► **Move towards**

## Mission Orders

► **AI Passes** and +1

## Victory Points

### Soviet Player:

1 VP: **Immediately**, score for each eliminated German AI foot.

2 VP: **Immediately**, score for each eliminated German AI Tank.

### German AI:

1 VP: **Immediately**, score for each eliminated Soviet Unit, not including Rifles.

1 VP: **At the end of the Mission**, score for each Surviving German AI.

3 VP: **Immediately**, score for capturing a Control Marker. Remove Control Marker.

## Mission Track

### 1 Start Mission

### 2 Reinforcements

2 BA-10s enter from the Southern map edge

### 3 Fear

The Soviet Rifle(s) nearest a German AI may not move, while the Marker is on this space.

### 4 Low Ammo

German attacks miss on a die roll of 11 or 12, while the Marker is on this space.

### 5 Low Ammo

German attacks miss on a die roll of 11 or 12, while the Marker is on this space.

### 6 Reinforcements

2 T-26s enter from the Southern map edge

### 9 Hidden Mine

Place a Mine on the last Unit that moved. Resolve a mine attack against this Unit.

### 10

### 11

### 12 Heroism

The Soviet Player receives 2 extra CAPs

### 13

### 14 Salvage

As AI Action: Remove **any** Hit Counter from the AI Tank closest to Unit.

### 15

### 16 End of Mission

End of Mission Scoring

## Special Rules

**German AI Mines** - All Rumored Enemy (RE) counters represent potential Minefields. RE counters do not count as AI or Units for any other purposes. When a Unit moves onto an RE, the Player draws a counter from the Draw Cup. If it is a Mines counter, the mine attack is resolved, and the drawn counter is then placed back into the Draw Cup. The RE counters are **never** removed from the map, unless Obstacle-Clearing card 41 is used to remove an RE (Mine) counter. **German AIs are not affected** by the mines and may enter RE hexes without recourse.

**Soviet Gathering Courage** - The Soviet Player does not immediately refresh all CAPs at the beginning of a new Round. Instead, each Unit that is **fresh** and **un-hit** at the end of a Round provides 1 CAP for the next Round. There is no limit on how many CAPs can be gained from this.

**Campaign Mission 2** - This is the second and final Mission in Solo Campaign 2. On page 20 of the Mission Book, record the final score of this Mission and then add the scores for both Missions to determine the Campaign Score Total.

### 3rd Edition New Rules: 2.6 Fatigue

A Unit must add a **+1AP Fatigue Penalty** to its **Action Cost** if it took any Action on its owner's previous Turn.

Fatigue is **not** cumulative. A Unit taking two or more consecutive Actions will still only have a **total +1AP Fatigue Penalty**.

#### Fatigue

**C German Turn:** The MG34 attacks the Soviet Rifles from its new position and misses.

**German Spent Check:** The MG34 took an Action on the Germans' last Turn, so it experiences Fatigue (2.6).

Its Attack Cost is 2AP. It must add a **+1AP Fatigue Penalty**, for a modified Action Cost of 3AP.

It must roll higher than a 3 with the d10 Spent Die to remain Fresh. The MG34 rolls a 3, fails its Spent Check, and is flipped to its Spent side.



Fatigue represents a squad's or vehicle crew's mental and physical state, as well as logistical constraints, that can affect its Unit cohesion and effectiveness.

Constant action, without pause or support, into known or unknown danger exerts tremendous mental stress on participants that can be very detrimental to their combat effectiveness. This includes enemy engagement, real or imagined ammunition depletion, injured comrades, confused situational awareness, and fear, all of which amplify a Unit's propensity to stall, freeze, or fall back.

#### Fatigue Marker

Optional: Place a Fatigue Marker (round pads face down) on your Unit taking an Action, to mark that it will receive a Fatigue Penalty if used again on your very next Turn.



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